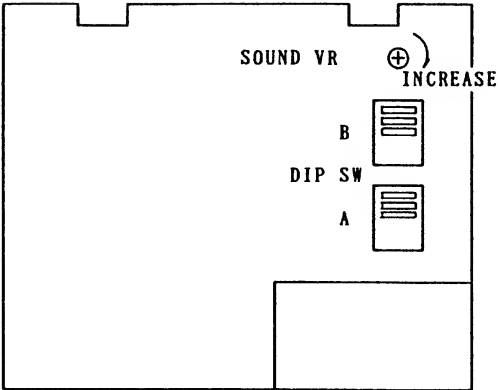


ADJUSTMENT ON GAME PC BOARD (G25 00533A VOLFIED)

CONNECTOR



☆ THE CONTROL OF THIS GAME USES
ONE 4-WAY LEVER AND ONE BUTTON.

SOLDER SIDE		COMPONENTS SIDE	
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
-5V	E	5	-5V
+12V	F	6	+12V (+13V)
POST	H	7	POST
COIN COUNTER (B)	J	8	COIN COUNTER (A)
COIN LOCKOUT (B)	K	9	COIN LOCKOUT (A)
SPEAKER (-)	L	10	SPEAKER (+)
	M	11	
VIDEO G	N	12	VIDEO R
VIDEO SYNC	P	13	VIDEO B
SERVICE SW	R	14	VIDEO GND
TILT SW	S	15	
(COIN B)	T	16	COIN A
2P SELECT	U	17	1P SELECT
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P LASER-CUTTER	Z	22	1P LASER-CUTTER
	a	23	
	b	24	
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

NOTE: AFTER CHANGING THE SETTINGS OF DIP SWITCHES, TURN THE POWER OFF.

◇ SETTING OF DIP SWITCH A

(*) : FACTORY SETTINGS

SETTINGS	POSITIONS	1	2	3	4	5	6	7	8
GAME STYLE	TABLE	OFF							
	UPLIGHT	ON							
SCREEN ROTATION	* NORMAL		OFF						
	REVERSE		ON						
TEST MODE	* NORMAL GAME			OFF					
	TEST MODE			ON					
ATTRACT SOUND	* WITH				OFF				
	WITHOUT				ON				
PLAY PRICING COIN A	* 1 COIN 1 PLAY					OFF			
	2 COINS 1 PLAY					ON		OFF	
	3 COINS 1 PLAY					OFF			
	4 COINS 1 PLAY					ON		ON	
PLAY PRICING COIN B	* 1 COIN 2 PLAYS							OFF	OFF
	1 COIN 3 PLAYS							ON	
	1 COIN 4 PLAYS							OFF	
	1 COIN 6 PLAYS							ON	ON

◇ SETTING OF DIP SWITCH B

POSITIONS	SETTINGS	1	2	3	4	5	6	7	8
GAME DIFFICULTY EASY (A) → DIFFICULT (D)	* RANK B	OFF	OFF						
	RANK A	ON							
	RANK C	OFF	ON						
	RANK D	ON							
BONUS POINTS (1 UP) (K=1,000PTS.)	* 20K/40K/120K/480K/2,400K PTS.			OFF	OFF				
	50K/150K/600K/3,000K PTS.			ON					
	70K/280K/1,400K PTS.			OFF					
	100K/500K PTS.			ON	ON				
NUMBER OF PLAYERS	* 3					OFF			
	4					ON		OFF	
	5					OFF			
	6					ON		ON	
EXPRANATION FOR GAME RULES	JAPANESE								OFF
	* ENGLISH								ON

"VOLFIED" SETTINGS OF DIP SWs (for other than North America)

DIP SW-A:

Settings	Positions	1	2	3	4	5	6	7	8
Game Style	Table	OFF							
	Upright	ON							
Screen Inversion	Normal Game		OFF						
	Inversion		ON						
Test Mode	Normal Game			OFF					
	Test Mode			ON					
Attract Sounds	With				OFF				
	Without				ON				
Play Pricing Coin Slot-A	1 Coin - 1 Play					OFF	OFF		
	2 Coins - 1 Play					ON			
	3 Coins - 1 Play					OFF	ON		
	4 Coins - 1 Play					ON			
Play Pricing Coin Slot-B	1 Coin - 2 Plays							OFF	OFF
	1 Coin - 3 Plays							ON	
	1 Coin - 4 Plays							OFF	ON
	1 Coin - 6 Plays							ON	

DIP SW-B:

Settings	Positions	1	2	3	4	5	6	7	8
Difficulty Levels	Rank-B	OFF	OFF						
	" -A	ON							
	" -C	OFF	ON						
	" -D	ON							
Bonus Points (See "Note".)	Normal			OFF	OFF				
	Easy			ON					
	Hard			OFF	ON				
	Hardest			ON					
Number of Players	3					OFF	OFF		
	4					ON			
	5					OFF	ON		
	6					ON			
(Spare)									1
Attract Message	Japanese							OFF	
	English							ON	

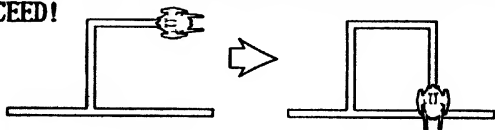
* Factory Settings: all "OFF" Positions

Note: Details of
Bonus Points

	1	2	3	4	5
EASY	20000	40000	120000	480000	2400000
NORMAL	50000	150000	600000	3000000	—
HARD	70000	280000	1400000	—	—
HARDEST	100000	500000	—	—	—

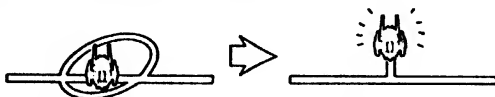


- ① ENCLOSE IT BY USING THE LASER CUTTER BUTTON AND PROCEED!



- ② DURING MOVING ON THE GREEN "SHIELD LINE" ... (BARRIER IS ON)

DURING THE PERIOD FROM THE BEGINNING OF DRAWING THE RED LASER LINE TO THE COMPLETION OF ENCLOSING ... (BARRIER IS OFF)



- WHEN THE BARRIER IS OFF. IF AN ENEMY TOUCHES THE PLAYER'S MACHINE OR THE RED LASER LINE, THE PLAYER'S MACHINE EXPLODES.
- WHEN THE ENERGY BLOCK ☒ IS ENCLOSED, A POWER CHIP APPEARS! (THIS MEANS THAT THE PLAYER TOOK IT!)



• LASER: THE PLAYER CAN KILL THE FOLLOWERS OF THE BOSS BY USING LASER FOR A LIMITED TIME.



• SPEED: IT SPEEDS UP!



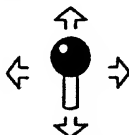
• CLASH: THE FOLLOWER ARE SWEEP AWAY!



• POWER: THE ENERGY STOPS DECREASING FOR A LIMITED TIME!!



• TIMER: ENEMIES STOP MOVING FOR A LIMITED TIME.



LASER CUTTER

CUT OFF THE ENERGY FIELD 80% OR MORE!!

TAITO

TAITO CORPORATION